COMMODORE 64® USER'S GROUP

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From the Editor

Welcome to yet another newsletter!

Well we have been going now for over four months, and I seem to say this each time, but with the new friends I have made over this time, and the ones I am sure I will make in the future, I am glad to welcome all!

I receive about a dozen phone calls a week from various members with problems to solve, from very basic questions, to highly complex. Now, I don't regard myself as an expert, but I am always available for anyone who has a problem. So, if you have any problems don't be afraid to ring and ask. If I don't know, I can probably put you on to someone who does. Other members of the Committee are available also if you require them.

I must again sympathise with our Secretary, Colin Bird, who had to face up to another blast from the Principal of the Nunawading Primary School, the morning after our last meeting, and cannot understand how these things can happen. Don't parents have any control over their kids these days? If we find out who is out to sabotage us, we will take strong measures to rectify the situation. I'll leave you to read his own words on the subject, but against my advice, he left out some of the stronger expletives that were passed on to me when he returned from the School. Please take notice of his words, or we will be looking for a new home.

At the last committee meeting, the subject of subscriptions was again raised, and the column from our Treasurer, Russell Alphey should make you aware of the decisions that the committee has made.

The 'needs' forms which have been filled out and returned were partially analysed, and these are to be acted upon in the near future. It is amazing the wide range of subjects that were revealed by your answers to the questions.

It was also decided that the burden on the Vic—20 Group Library and ours combined was too much for Paul and Joan Rautman, and Colin Bird and Russell Alphey together with several other committee members, volunteered to take on this onerous task. They are now expecting to give a turn-around service of a couple of days on items submitted, and programmes expected from the Library. As I have only been involved on the fringes of this task, but am aware of the massive task involved, I would like to wish them all the success that they deserve. Paul and Joan have done a good job up until now, but I can see that the task is not as easy as one might first suppose.

Although we received a few articles from members this month, I would have expected more, so if there is bare space in this issue, YOU are to blame. If you have any article, no matter how mundane, simple or complex, there is someone out there who would like this information. How about making the next issue an 8 pager?

Hopefully by the time this issue goes to press, and is ready for posting, the return of our application for Category 'B' classification for postage will have been received from Australia Post. This will mean a great saving on the postage of this newsletter. At the moment, we are just about holding our own as regards finances, but this will greatly improve when our postage bill can be reduced quite substantially.

My personal thanks go to Colin Bird who gave up a great deal of his time this month, photosetting this newsletter. As one nears the end of the year in this trade, the need for a forty-eight hour day becomes more apparent. Although we were tripping over each other most of the time, we managed somehow to get this issue to print. Thanks again, Colin.

Also available is a current list of programmes from the Library. As can be seen from the titles we have a very varied selection from utilities, education, monitors to games. These are now available for the asking, so see the Librarians at the next meeting for information.

Together with the other reports, there does not seem to be any other information this month, so I will see you at the meeting.

FRANK MARTIN Editor

Letter from the Secretary

Following the last meeting I received yet another COMPLAINT from the Principal. This time it was not the condition that the room was left in. The Cleaner was very HAPPY with the cleanliness of the room. For that I thank all responsible for the cleaning up after the meeting. Now the complaint. In our midst we have either a **PRANKSTER** or a child who needs closer Parental Control. The first prank was the turning **OFF** of the taps to the toilet cisterns. Fortunately the Principal checked the taps thus avoiding the club a **PLUMBER'S BILL.** The other **PRANK** although seeming harmless enough was the turning OFF of all the switches on the P.A. system outside the rooms. This act gave the schoolchildren a few minutes extra before classes started. The **HARMFUL SIDE** was that the **FIRE ALARM SYSTEM** was also turned OFF. Thankfully there was not any need for the Fire system to be activated. If the person(s) responsible are found out then the person(s) will be asked not to return!

For the success of the club I think everybody will agree that we do not need these people in the club. Subsequently I received a letter from the school council stating the conditions of further use of the rooms.

1 that the occupancy be REVIEWED on a monthly basis,

2 that the rooms be left in a clean and tidy condition,

3 that students and others attending the meeting **DO NOT ENTER** the Staff Rooms,

4 that there is regular payment of a small fee to cover heating lighting,

5 that classes be well controlled.

It is not the responsibility of committee members to control the activity of children who attend with their parents.

Last month I noticed and spoke to a few children during the tutorials who were helping themselves to the books and placing them anywhere back on the shelves. It **MUST** be noted that we hire the rooms only.

Parents — Please look after your children as it is your RESPONSIBILITY! To the PRANKSTER(S) please stop or else we may be without a venue.

Colin Bird. Secretary

Treasurer's Notes

Approval was given at the last committee meeting for the following fee structure to take effect at the 20/9 general meeting. It covers subscriptions, meeting costs and newsletters.

(a) First Time Attendees.

(i) Will be allowed into the meeting free.
(ii) Will receive next newsletter free, as good-will gesture.
(iii) Will be issued stick-on name badge to aid identification
(iv) Will fill out an identification and needs sheet.

(b) Other Casual Attendees

(i) $2.00 entrance fee, which includes next newsletter
(ii) & (iii) as above

(c) Associate Members, including Non-Attending Members

(i) $1.00 entrance fee, on production of Membership card. (*ours or associate group's*)
(ii) Non-Attending Members will be issued a distinctive card to aid I.D.

The Associate/Non-Attending Membership fee is $6.00, which includes all newsletters.

* *Back Issues of Newsletters are avaliable at $1.00 per copy.***

It was also decided that *ALL* memberships will expire on the 31/1/1984 at which time a new committee will be elected & a yearly subscription will be payable & due. The fee will be decided at the end of the year.

Subscriptions are now reducing by $2.00 a month, i.e. $8.00 at the September meeting.

Russell Alphey
Hon. Treasurer.

Cursor Control in Basic Programmes

There are three methods for Printing data at a specific location on the screen. This article outlines these three methods and highlights the advantages and disadvantages of each method. The three methods are: *using cursor controls in PRINT statements, using POKE statements to place the data into screen memory and using POKE statements to Position the cursor then using PRINT statements.*

The first method is to use the cursor control keys within PRINT statements. For example to Print YOUR NAME in the centre of the screen enter the following Programme lines.

Note:(C/H)CLEAR/HOME, (R)CURSOR RIGHT,(D)-CURSOR DOWN

```
10 PRINT"C/H";
20PRINT"(15R)(12D)YOUR NAME"
```

This method is useful if the position where the data is to be placed is only a few lines or spaces away from the current cursor position and it does not require knowledge of the computers memory map. It does however have several disadvantages, the most obvious disadvantage is that to place the data more than a few lines from the current cursor position requires a large number of cursor controls within the PRINT statement, which not only requires a large amount of typing but also uses a large amount of memory and increases the possibility of errors. The less obvious disadvantage is that the current position of the cursor must be known, which may be difficult if the programme requires user inputs that are of variable length. This may be overcome by placing the cursor in a known position, e.g. by using the CLR/HOME key.

The second method is to use the POKE statement to place the data directly into screen memory. This requires the data to be converted to the appropriate screen display code and then POKED into the screen memory. Also if the data is to be in a different colour then the required colour code must be POKED into the screen colour memory. Although this method does not have the problems of the first method, its use should be restricted to small amounts of data, and should not be used for displaying variables, as this would require the programme to convert the data into screen display code. The following is an example of this method,e.g. to print YOUR NAME in white in the centre of the screen,enter the following programme lines.

```
10 FORX=0to8
20 READ A
30 POKE1520+X,A
40 POKE55792+X,1
50 NEXT X
60 DATA 25,15,21,18,32,14,1,13,5
```

Note: The screen display codes can be found in *APPENDIX E,* the screen memory map and the screen colour map can be found in *APPENDIX G* of the *USER MANUAL.*

The third method uses POKE statements to position the cursor and a PRINT statement to place the data onto the screen. This method has all the advantages of the first and second method and none of the disadvantages. It does however require a small amount of knowledge of the way the computer stores memory address and a knowledge of the hexadecimal number system. The position of the cursor is controlled by POKEING values into four page zero memory locations, these locations are as follows

1) 209 Pointer: Current Screen Line Address, Lower Byte.
2) 210 Pointer: Current Screen Line Address, Higher Byte.
3) 211 Cursor Column on Current Line.
4) 214 Current Cursor Physical Line Number.

An example of this method follows, to PRINT YOUR NAME in the centre of the screen enter the following programme lines.

```
10 POKE 211,16
20 POKE 214,13
30 POKE 210,5
40 POKE 209,224
50 PRINT "YOUR NAME"
```

Line 10 moves the cursor to the 16th. column. Note there are 40 columns across the screen, lines 20, 30 and 40 moves the cursor to the 13th. line on the screen.Note that both the screen line number and the screen line address must be changed by the POKE statements, line 20 changes the screen line number and lines 30 and 40 change the screen line address. Line 50 PRINTS YOUR NAME on the screen at the cursor location set by the previous lines.

If you require more details of the above methods, I will be at the next *USER GROUP* meeting and will try to answer any questions you have.

by DAVID J. MATHIE

Time Clock

The following short programme will enable the user to type in the correct time of day as INPUT and then show the correct time in the top lefthand corner of the screen, updating the time second by second. This makes use of the real time clock built into the C64. Readers might experiment with line 50 to improve the 'delay' loop.

An interesting exercise is to check the accuracy of the built-in clock. Our *electronics wizards* can probably tell us why it is not completely accurate, well, at least mine isn't.

```
10 PRINT"TYPE IN THE CORRECT TIME"
20 PRINT"HOURS, MINUTES AND SECONDS"
25 TI$="000000"
30 INPUTTI$
40 PRINT""
50 PRINTTI$
60 FORJ=1TO900:NEXT
70 GOTO40
100 END
```

After you have tired of watching the seconds flash by, hit RUN/STOP to stop the programme. Type NEW to clear the programme from memory. If you want to check the time at any stage while working on other programmes, just type PRINT TI$ and hit RETURN. Of course, you lose the clock when you switch off your C64.

FORNEXT LOOPS

Having typed in the TIME–CLOCK programme, go back and change Line 60 to

60 FOR J = 1 TO 900 : NEXT J

and observe the resulting effect on the output. *"NEXT J"* rather than *"NEXT"* certainly made a difference. To check out just how much more efficient *"NEXT"* is you might like to run the following programme.

```
10 REM PROGRAMME TO COMPARE FOR-NEXT LOOP TIMINGS
20 REM PREPARED BY LEO DUFFY
25 PRINT""
30 PRINTTAB(3)"***LOOP VARIABLE NOT IDENTIFIED***"
40 X=TI
50 FORJ=1TO500
60 FORK=1TO50
70 NEXT:NEXT
80 Y=TI
85 S=INT(((Y-X)/60)*100)/100
90 PRINT"TIME TAKEN FOR LOOP";S;"SECONDS"
100 PRINT:PRINT
110 PRINTTAB(5)"***LOOP VARIABLE IDENTIFIED***"
120 A=TI
130 FORJ=1TO500
140 FORK=1TO50
150 NEXTK:NEXTJ
160 B=TI
165 C=INT( ((B-A)/60)*100)/100
170 PRINT"TIME TAKEN FOR LOOP";C;"SECONDS"
180 D=C-S
190 PRINT"TIME DIFFERENCE IS";D;"SECONDS"
200 END
```

by LEO DUFFY

Notes from Tutorials

STRINGING PROGRAMMES TOGETHER AND MAKING ONE PLAYER GAMES TWO PLAYER GAMES.

by Michael Clark.
From August Tutorial

The User Manual contains three guessing games, the NUMBER GUESSING GAME on *p50,* JOTTO and SEQUENCE in *Appendix J.*

When I got my C64 (I think the first that Panatronics sold 1½ hours after they were delivered) there was no software available. If I was to *"show off MY new toy"* I had to create something, so I put the 3 games together, added a few lines to make a menu programme then started to convert the games so they could be 2 player as well as 1 player. I have only made the Number Guessing Game a 2 player game so far, BUT one day, when I get the time...!

Here's what I did.

First type in the 3 games leaving plenty of space for additional lines to be inserted at the beginning and between each game.

Second, put a series of PRINT statements at the beginning to give a menu on the screen with each game numbered. Then finished with an *INPUT* statement. I used

INPUT " WHICH GAME (1-6)";A%

The next set of lines direct the programme to the appropriate game. e.g. IF A% = 1 THEN 110

IF A% = 2 THEN 1000 *etc.*

Third, change the last line of each game so that it directs the programme back to the menu, if there is not going to be another game.

To give the choice of two(2) player games I copied each of the three games twice to give a total of 6 games.

Only the *Number Guessing Game* has been modified to 2 players. The additions, *unreferenced* in the Users Manual (on p.50) are as follows:

Add 3 INPUT " FIRST PLAYER'S NAME"; N1$
Add 4 INPUT" SECOND PLAYER'S NAME "; N2$
CHANGE 15 CN=0 : CM=0
CHANGE 30 PRINT N1$: INPUT" YOUR GUESS"; G1
(N.B.) Change GU to G1 whenever occurring.
CHANGE 40 & 50 GOTO 70
CHANGE 60 IF G1=NM THEN PRINT "RIGHT ON !!"
ADD 61 PRINTN1$ "WON"
CHANGE 65 PRINT "IN ONLY "; "GUESSES":GOTO (line asking for another game)
Renumber 70-100 to 110-140
ADD 70 PRINT N2$: INPUT"YOUR GUESS"; G2
ADD 75 CM=CM+1

ADD 80, 90, 100 same as for 40, 50, 60, BUT with G2 replacing G1.

ADD 101 and 105 as for 61, BUT with N2$ instead of N1$ and CM
N1$ and CM instead of CN.

Line110 NOW Line 150 is modified to become GOTO (the menu).

A COPY OF THIS TAPE IS AVAILABLE FROM THE LIBRARY

Software Review

JUMPMAN

At first sight this game gives the impression of being 'just another computer game'. Look again. The first thing to study is the comprehensive instruction booklet. In this Disk Based Game you are offered five different game variations — Beginner,Intermediate,Advanced,Grand Loop or Randomizer. If you choose the Beginner game,you can go through eight seperate levels of play. The Intermediate game has ten levels of medium difficulty and the Advanced game has twelve difficult levels. In all thirty levels to struggle or breeze through.

The Grand Loop game will allow you to play all of the levels in turn,while the Randomizer allows you to play a random selection of all levels, except the first one.

Jumpman allows for single or multi-player games, and even allows you to alter the speed of the game when your turn comes. You get seven lives, making this a very satisfying game, as you don't run out of men just as you're getting the hang of the game.

To move your man,use the joystick to go in any direction. Pressing the button and moving the joystick in the direction of movement will accomplish a jump onto a girder, ladder, rope or whatever. Sometimes it is necessary to jump over obstacles or bullets, which appear to have homing devices built in, as they can change direction with alarming speed.

The point of the game is to defuse all the bombs that have been planted in random places all over the building. This is achieved by simply running into them. A host of robots,cowboys,bombs,bullets and other assorted missiles will attempt to stop you. Those cowboys are particularly nasty. To reach all the bombs you will need to climb ladders,scale scaffolding,climb up the 'up' ropes and down the 'down' ropes (don't try to go up the down rope or down the up rope).

Scoring is taken care of by the programme, and if you achieve a really good score, you can enter your initials to proclaim your achievement.

Graphics and sound are exceptionally good, and the introduction is rather catchy too. We restarted the game several times, just to watch the initial display. At $53.95, the game certainly is value for money. The review copy came courtesy of *Ultraphase Computers,* unfortunately I only had it for a few days, so I didn't have the chance to get right through all the levels, but using the Randomizer game, saw most of them, enough to whet my appetite...Doing anything with Jumpman for the next 12 months Robert?

P&J Rautman

Commodore with Epson Printer

Those wishing to connect an Epson printer to their C64 may find the following of interest. The user I/O port can be used with a direct cable to the Epson connector (Amphenol) joining the following pins:

Commodore	B	C	D	E	F	H	J	K	L	M
Epson	10	2	3	4	5	6	7	8	9	1

Data 1 — 8

In addition a *ground* is needed, say A — 19

With these connections, the printer will accommodate "Easy Script" straight off and apparently other "Commodore" software. I'm told that the same connections may be used for the VIC-20 and programmes such as "Wordcraft". Separate software to operate the printer will probably be available through dealers very shortly. If you have trouble getting connectors, as I did initially, then try *Ellistronics, 289 LaTrobe St. Melb.* You can expect to pay about $20 all up, plus some time soldering.

Jeff Wakefield.

Western Suburbs Group

The formation of an Associate Group (*to be known as The Western Suburbs Commodore 64 User's Group*) was established on the 18th August, 1983.

The members of this group were initially members of the Laverton Group, but as this seemed to be aimed more at the VIC-20 area, we decided to make a group which catered more for the C64.

Our attendance was 9 persons, but we are expecting a few more next month. The fees are the same as your group, and we receive the newsletter, and have the facilities of the library.

Anyone who feels that Nunawading is too far to go, should join our group, as we will be offering basically the same things that are available there.

We meet on every **3rd Wednesday** at 7.30 p.m. at **429—431 Melbourne Road, Newport** (just before you get to the overpass).

If you have enquiries regarding this group please contact Bob Delaney on 368 1546 A.H.

Our next meeting will be on **Wednesday, 21st September,** at 7.30 p.m. We will be happy to see you there.

Bob Delaney

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